Chapter 136: The Expansion of the Colossal Guardians

Recognizing the unparalleled value of their statue-golems as both artistic marvels and defensive juggernauts, the Divine Triad each decided to expand their creations. To further solidify their castles' impenetrability and enhance the grandeur of their realms, they each created 30 additional statue-golems, adding new designs and functionalities.

Ashborn’s Masterpieces – Golems of Absolute Castle

The new golems Ashborn created were forged with even more intricate designs and radiant power.

Appearance:
Each statue was crafted to resemble celestial beings with even greater majesty—some towering at double the height of their predecessors. They carried elaborate weapons of light, such as halberds, spears, and glowing shields adorned with intricate carvings of stars and galaxies.

Abilities:

1. Divine Resonance: These golems could channel Ashborn's light to create vast areas of purification, disintegrating anything unholy.

2. Lightstorm Defense: They could summon a storm of luminous energy that obliterated entire armies in seconds.

3. Healing Aura: Unique to Ashborn’s creations, these golems could emit waves of restorative energy, healing allies in the midst of battle.

Sung Jin-Woo’s Creations – Golems of Umbra Citadel

Sung Jin-Woo’s additions reflected his mastery over shadows and death, enhancing the citadel’s already fearsome defenses.

Appearance:
The new golems were more dynamic in form, resembling shadow beasts and spectral knights in ever-shifting shapes. Their armor was inlaid with deep purple and black gemstones, exuding an aura of dread.

Abilities:

1. Shadow Eruption: These golems could create massive explosions of dark mana, spreading shadow over vast areas and consuming enemies in darkness.

2. Spectral Army: Each golem could summon shadowy projections of themselves to attack enemies simultaneously.

3. Black Tide: They could temporarily turn the battlefield into a pool of shadows, restricting enemy movement and sapping their strength.

Sung Su-Ho’s Magnificence – Golems of Eternis Draconis

Sung Su-Ho’s new golems were embodiments of fiery intensity and draconic dominance, crafted with an artistic touch that paid homage to mythical legends.

Appearance:
These statues took on forms of legendary beasts and warriors wreathed in eternal flames. Their designs included detailed carvings of molten veins, making them appear as if magma coursed through their stone bodies.

Abilities:

1. Infernal Rain: The golems could rain molten fire across vast battlefields, engulfing entire armies in searing heat.

2. Volcanic Eruption: Each golem could create localized volcanic eruptions, shaping the terrain to their advantage.

3. Flaming Rebirth: If a golem were destroyed, it could reassemble itself from the surrounding flames, returning to the fight even stronger.

Strategic Deployment

The additional golems were deployed strategically to enhance the castles’ defenses further:

1. Perimeter Reinforcement: Half of the new golems were stationed outside the castles, fortifying the outer defenses and ensuring no intruder could approach unnoticed.

2. Interior Fortification: The remaining golems were placed within the castles, guarding key areas like the throne rooms, treasuries, and artifact chambers.

A Testament to Power and Artistry

With these new creations, the total number of statue-golems per castle rose to 42, creating a formidable line of defense and an unparalleled display of divine craftsmanship. Visitors to the castles were left speechless, witnessing these grand sentinels, their forms blending artistry with destructive potential.

The expansion of the statue-golems not only reinforced the Divine Triad's castles but also stood as a bold statement: their realms were invincible, and their legacy, eternal.